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| 1 | Start a new project and delete the Cat sprite | |
| 2 | Click the **Stage** and select the **Backdrops** tab |  |
| 3 | Fill the **backdrop1** costume with a *black square*  Add two *red rectangles* along the edges of the backdrop |  |
| 4 | Click the **paintbrush** icon next to the word **New sprite:** |  |
| 5 | Draw a *white rectangle* in the middle of the paint grid.  In the **Sprites** box, click the **information** icon  and rename *Sprite1* to *PaddleOne.*  Use the **shrink** icon  to resize the paddle to be small |  |

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| 6 | **Duplicate** the first paddle sprite by right-clicking the sprite and selecting duplicate |  |
| 7 | Rename the second sprite to be *PaddleTwo* using the **information** icon | |
| 8 | Click the **paintbrush** icon next to the word **New sprite:** |  |
| 9 | Draw a *white circle* in the middle of the paint grid  In the **Sprites** box, click the **information** icon  and rename this new sprite to *Ball*  Use the **shrink** icon  to resize the ball to be small |  |
| 10 | Click the **paintbrush** icon next to the word **New sprite:**  Draw a *long red rectangle* in the middle of the paint grid. This bar must reach the top and bottom of the stage.  In the **Sprites** box, click the **information** icon  and rename this new sprite to *EndZoneOne.*  Place this sprite along the left edge of the stage.  **Duplicate** this sprite and place the duplicate along the right edge of the stage.  Rename this sprite to *EndZoneTwo*. |  |

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| 11 | Your **stage** should now look like this |  |
| 12 | On **PaddleOne** sprite, place the following script blocks. This will:   * Set a starting location every time the game is played for this sprite * Make up and down movement   Make sure to test it before moving on!!! |  |
| 13 | Copy **PaddleOne** block to **PaddleTwo** (drag and drop).  Change the values of the blocks:   * **go to x: y:** * **key pressed?**   Make sure to test it before moving on!!! |  |

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| 14 | On **Ball** sprite, place the following script blocks. This will:   * Wait 1 second at the start of the game * Forever   + Move the ball 10 steps   + If it touches a paddle, turn around   + If at an edge, bounce   Make sure to test it before moving on!!! |  |
| 15 | Last thing we need to do is make a scoreboard | |
| 16 | Create a variable to hold the score for PlayerOne.  Name this variable *PlayerOneScore*.  Do this again to make another variable called *PlayerTwoScore* |  |
| 17 | Change the **Ball** sprite to have more script blocks:   * Set a starting position * Change the score if an *EndZone* is touched * Reset the ball’s position when a score is made |  |